

WHAT IS CLAIMED:

- 5 1. A method of playing a wagering card game comprising an underlying
card game and an auxiliary card game comprising:
 providing a standard set of cards in which some cards, but less than all
cards, of at least one certain count value are replaced with replacement cards of equal
count value, but the replacement cards have identifying markings that differentiate
replacement cards from standard spades, hearts, diamonds and clubs suits;
10 placing at least one wager on the underlying card game;
 optionally placing a wager on the auxiliary card game;
 dealing a first number of cards to a player;
 dealing cards as needed in the play of the player's hand, in common cards,
the dealer's hand or combinations thereof to complete the underlying card game;
15 displaying all of the player's cards;
wherein if at least one of the displayed player's cards is a replacement card, paying a
player who has placed the optional wager for the presence of the at least one replacement
card in either the player's hand or the dealer's hand; and
 paying a player according to the rules of the underlying game.
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2. The method of claim 1 wherein the count of cards is fundamental and suit
appearance is fundamentally unimportant in the play of the underlying game.
3. The method of claim 1 wherein a second number of cards is dealt to the dealer
25 as part of the underlying game.
4. The method of claim 3 wherein the underlying game is a variant of Blackjack.

5. The method of claim 4 wherein only one single value of card count is replaced with replacement cards.

6. The method of claim 1 wherein at least some of the replacement cards have a count value of seven.

7. The method of claim 4 wherein at least three sevens are replaced with replacement cards and the optional wager pays for the presence of 1, 2 or 3 sevens being present in a hand with a total count of twenty-one or less.

8. The method of claim 4 wherein awards are provided to players making side bet wagers when a dealers hand has at least one replacement card present.

9. The method of claim 4 wherein a payable for side bet payouts on replacement cards appearing in a player's hand comprises:

3 SPECIAL 7's	at least \$20,000
2 SPECIAL 7's	at least \$500
1 SPECIAL 7	at least \$5.

10. A method of providing a wagering game over at least two time periods comprising:

playing over a first time period a casino table wagering game using symbols in the play of the wagering game wherein a first payout table is used with a bonus provided for players having at least one specially marked symbol that displays standard count value in the casino table wagering game, the first time period using a first number of specially marked symbols in the play of the game, and

subsequently to playing the table wagering game over the first time period, playing the casino table wagering game over a second time period with a second number

of specially marked symbols that display standard count value in the play of the game, the second number being different from the first number.

5 11. The method of claim 10 wherein over the second time period, at least one payout for the presence of at least one specially marked symbol in a hand is different for the payout for the presence of at least one specially marked symbol in a hand.

10 12. The method of claim 10 wherein paytables used for the bonus in the first time period and the second time period are different.

13. The method of claim 12 wherein at least a highest payout in the payable for the first time period and second the second time period are the same while other payouts in the payable for the first time period and second the second time period are different.

15 14. The method of claim 12 where a lowest payout in paytables for the first time period and second the second time period are lower in the time period where a greater number of specially marked symbols are present.

20 15. The method of claim 11 wherein after expiration of the second time period, a third time period of play occurs in which the number of specially marked symbols is larger in the third time period than in the second time period and the first time period.

16. The method of claim 10 wherein the wagering game is a card game

25 17. The method of claim 16 wherein the wagering game is a variant of Twenty-one.

18. The method of claim 17 wherein the replacement cards comprise at least some cards with a count value of seven or less.

19. The method of claim 17 wherein the replacement cards consist of some but not all cards having a count value of seven.

5 20. The method of claim 13 wherein the replacement cards consist of some but not all cards having a count value of seven.

21. The method of claim 14 wherein the replacement cards consist of some but not all cards having a count value of seven.

10 22. The method of claim 13 wherein after expiration of the second time period, a third time period of play occurs in which the number of specially marked symbols is larger in the third time period than in the second time period and the first time period.

15 23. The method of claim 14 wherein after expiration of the second time period, a third time period of play occurs in which the number of specially marked symbols is larger in the third time period than in the second time period and the first time period.

20 24. The method of claim 17 wherein after expiration of the second time period, a third time period of play occurs in which the number of specially marked symbols is larger in the third time period than in the second time period and the first time period.

25 25. The method of claim 1 wherein the optional wager is for the presence of the at least one replacement card in the player's and/or dealer's hand.

26. The method of claim 4 wherein the optional wager is for the presence of the at least one replacement card in the player's and/or dealer's hand.

27. The method of claim 7 wherein the optional wager is for the presence of the at least one replacement card in the player's and/or dealer's hand.

28. The method of claim 9 wherein the optional wager is for the presence of the
at least one replacement card in the player's and/or dealer's hand.

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